

Diplomacy Genzine - - - N3F Games Bureau Diplomacy Division - - - Issue Number 23
Editor and Publisher: Don Miller - - - - - February, 1969

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In Brief --

No covers on hand, so no cover for this issue -- remember, black ink on white paper, 100% copy-size, or on Gestetner (or Rex Rotary) stencils (legal-length, nine-hole). Include magazine title, but leave date and issue number off covers. Interior illos on stencil only, one per page.

Because of the length of THE CHARTER, just about everything promised for this issue (Middle-Earth material, statistical material, TTT's return, etc. has had to be postponed until issue #24. All this means is that issue #24 will be coming out sooner than we had planned....

This will be the last issue with a large amount of HYPERECONOMIC material therein. Because some of you may have little interest in HYPEREC material, we make the following offer to persons who have been subscribers to issues 19-23: just drop us a postcard with your name and address and "YES -- Plus One" on it and we'll extend your sub another issue to help "atone" for all of the HYPEREC material. Deadline: March 15.

A warm welcome to the two recent additions to the N3F Games Bureau Diplomacy Division: Don Cowan and ATTAQUER, and Charles Wells and LONELY MOUNTAIN. For info on bringing your magazine into the Division, drop a line to Don Miller.

Game Openings in Division Magazines:

ATTAQUER (Don Cowan, 1605 8th Ave., S.W., Decatur, Ala., 35601): Openings in new games of Regular and Blitzkrieg Diplomacy. Fee: \$4 first game, \$3 thereafter.

AUX ARMES! (Don Miller): Openings on World Body (the World Organization of Responsible Leadership and Deliberation -- political/economic and, if player wishes and can work things out, militarily): \$1 fee. Also replacement players (no fee).

BLEFESCU (Rod Walker, 1575-A White Dr., Rantoul, Ill., 61866): Openings in Napoleonic (Calhamer 5-Man) Diplomacy. Fee \$4 (\$3 to G.B. Regular members).

DIPLOPHOBIA (Don Miller): Openings in Slow Regular game (designed for overseas players and those who don't mind 6-8 week intervals between moves). Fee: \$5 (\$4 if in DIPLOPHOBIA game or in G.B. as Regular member; \$3 if in both). Replacements also needed (no fee).

EREWON (Rod Walker): Openings in two Regular games (one of them for "Diplomacy Widows" only). Fee: \$6 (\$5 G.B. Regular members, \$4 current traders; \$4 "Widows" game).

FANTASIA (to be in HYDROPHOBIA) (Don Miller): Openings in SCOTICE SCRIPTI (for the Irish, Scottish, and Welsh). See DIPLOPHOBIA for info re fees.

LA GUERRE (Buddy Tretick, 3702 Wendy Lane, Silver Spring, Md., 20906): Openings in a Regular game and in AIR-SEA Diplomacy. Write Buddy for info on fees.

LONELY MOUNTAIN (Charles Wells, 3021 Washington Blvd., Cleveland, Ohio, 44118): Openings in second game of Parlement. Write Charles for info on fees.

ZOTHIQUE (Rod Walker): Openings in Aberration I, II, and III. Fees: \$4 (\$3 if Regular member of Games Bureau). ((See "More In Brief" for more info.))

What are the characteristics of a successful Diplomacy player?

De Callieres believes in honesty, reason and straightforward methods in diplomacy. Others continue to believe Machiavellian cunning is the principal prerequisite of the successful practitioner of diplomacy. It is obvious which is necessary in the game of Diplomacy.

Does diplomacy leave room for morality at all? ##### Power and morality are inseparable. Think of the two as two concentric circles of which power is usually the largest.

Diplomacy is one of the many veils in which we seek to soften the outlines of the real harshness of human nature and existence.

What to say to the player who claims he has never attacked anyone or at least never been the aggressor:

The Russians also say they have never "took nobody" but look where they have come from the Duchy of Moscow in 1452.

A scoundrel is a man who steals (conquers) what you had planned to steal (conquer) but couldn't.

The aggressor is the one who conquers what you had hoped to conquer but couldn't. Anyone favors breaking the balance-of-power in his favor.

How to make threats and influence people:

Strategic concept of graduated deterrence as opposed to massive retaliation: "If you attack, we shall make you pay a price that will exceed the prize gained from your act." ##### This statement combines a minimum threat with maximum credibility.

In order to be believed, a threat must be credible, and able to be rationally carried out.

A Diplomacy player always projects his own suspicions onto his opponents. He thinks they are planning the same thing he is....which is probably true.

Early in the game or when you are powerful, you say: "Do as I say or I will kill you." ##### When you are weak or desperate, you say: "Do as I say or I will kill us both." ##### The latter seems to be the case when making threats in this nuclear age.

When a person says: "We need a balance-of-power.", what he really means is: "I need a preponderance of power."

Summit Conferences: When you get together with a group of others, you may just be combining your problems.

Thirty-one words of advice:

After you have just won one game of Diplomacy don't suggest another, because in a second game your opponents' best argument will be: "Don't listen to him. Remember what happened last time." Quit while you're ahead.

Some elementary psychology:

Don't display an air of superiority over your opponents. It will make them angry and resentful of you. ##### Be a humble conqueror.

Cassandras aren't very popular. If you can see into the future, people resent it. Another player doesn't like to have someone point out to him that he has had it.

If you do too much for someone he will come to dislike you because he feels under an obligation to you and wants to get rid of that feeling.

Anger is a sign of weakness:

No one is against an uneven distribution of wealth (or power) if he gets the most.

Only the strong can practice mercy without losing face.

It takes two to make peace as assuredly as it does to make war. (But it only takes one to start the trouble and only one to start trying to end it.)

Don't be unconcerned about what is going on on the opposite side of the board. If you are still around, it will affect you eventually.

"Divide and conquer."

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ing of games together for supposed statistical purposes ridiculous. One game had two dropouts who were not replaced; another had two dropouts who were replaced; the third game had no dropouts. Such factors as time between deadlines, whether pre-game alliances existed, or what house-rules are used, simply destroy the value of a rating system.

As you point out, the rating systems do reward anyone who can hold out. I do not think this is so wrong, but one must question whether too much emphasis is placed on being the winner or conqueror, if you will.

The ideal situation and most accurate measurement would be on the basis of provinces won or lost and the value of a province. Then, of course, the players in a game must be reasonably evenly-matched and must make every move and not drop out. Then it might be reasonable to use such a rating if the same rules were used each time.

In one game I was wiped out because of a pre-arranged three-way alliance; in the next I am still alive because two of my three opponents dropped out after the first year when I should have been eliminated in two more years. How can these two games be in a rating system and still allow the system to be valid?

In rating systems, the undue emphasis is on the rating system. It is really only for would-be statisticians.

Another pet peeve I have about the Diplomacy PBM scene is the proliferation of magazines, most of which fail. I think one should discourage this glut on the market. RAGNAROK and DIPLOPHOBIA have similar purposes and are acceptable -- i.e., plenty of inexpensive games with some or no propaganda. STAB fills the bill for providing a medium for those dependable, experienced players. One or two 'zines for those devotees of propaganda are required. There is also room for Variant 'zines, for sure. Club magazines (like my own DIPLODEUR) also satisfy a need. Regional 'zines can also play a role. What I am against is the sudden appearance of those 'zines that attempt to reach everyone and then disappear -- such 'zines as THE LOST ONES, AEOLUS, et al. I'm quite sure some of the newer ones will suffer the same fate. Responsible players and gamesmasters should take a lead in getting the Diplomacy scene organized and in cutting away the chaff.

Lastly, I will tell you of DIPLODEUR -- the AHIKS Diplomacy PBM newsletter (or 'zine). Its origins are lost in the vagueness of my mind. I will venture to say that my reasons for publishing it are: a desire to see what it is like to be a gamesmaster, a desire to test some of my own views, and a desire to encourage club members to try Diplomacy. I kept DIPLODEUR within the club because I wanted to be sure of getting dependable players and because I'm active in the club and did not want to get too many irons in the fire. I do not allow trades or subscribers because I do not have my own press and do not wish to take too much advantage. (I made an exception for Rod Walker for his archives.)

The games which have started were slow to get off the ground. Game #1 is a standard game in its fourth game-year. I had to go outside the club for one player. Game #2 is a standard game which has just begun. Game #3 is my Version C, and it, too, has just begun. I do not expect to start any other games for awhile.

I will send you the rules for DIPLODEUR games if you wish. I enjoy the Variant scene and should like to see more of the games' rules. I am particularly interested in C. Wells' Parlement. SuperEc I find too complicated and it will bog down when all the \$ have been spent. A few others are just minor variations on a theme. I guess Rod Walker is the big innovator.

((We don't do in for rating systems in the DIPLOMANIA family, as you may have noticed. And as a player we pay very little attention to them. Comparing results of the various Diplomacy (Regular) games completed so far is akin to comparing prison populations in the 50 States and the District of Columbia. The National Prisoner Statistics series, which I compile and edit for the Bureau of Prisons (Dept. of Justice), annually publishes statistical summary tables in which the 50 States and D.C. are listed down the stub, with such data-headings as "Number of Prisoners Confined", "Number of Court Commitments", "Number of Violators Returned", etc. Such publication, of course, leads

THE CHARTER

Preamble

We, the peoples of Europe and the Mediterranean region, determined to save succeeding generations from the scourge of war, and

To reaffirm faith in fundamental human rights, in the dignity and worth of the human person, in the equal rights of men and women and of nations large and small, and

To establish conditions under which justice and respect for the obligations arising from treaties and other sources of international law can be maintained, and

To promote social progress and better standards of life in larger freedom, and for these ends

To practice tolerance and live together in peace with one another as good neighbors, and

To unite our strength to maintain international peace and security, and

To insure, by the acceptance of principles and the institution of methods, that armed force shall not be used, save in the common interest, and

To employ international machinery for the promotion of the economic and social advancement of all peoples, have resolved to combine our efforts to accomplish these aims.

Accordingly, we have agreed to the present Charter, and do hereby establish an international organization known as the World Organization for Responsible Leadership and Deliberation (hereafter in this Charter to be referred to as W.O.R.L.D.).

Chapter I -- Purposes and Principles

Article 1. The purposes of the W.O.R.L.D. are:

1. To maintain international peace and security, and to that end: to take effective collective measures for the prevention and removal of threats to the peace, and for the suppression of acts of aggression or other breaches of the peace, and to bring about by peaceful means, and in conformity with the principles of justice and international law, adjustment or settlement of international disputes or situations which might lead to a breach of the peace;

2. To develop friendly relations among nations based on the principle of equal rights and self-determination of peoples, and to take other appropriate measures to strengthen universal peace;

3. To achieve international cooperation in solving international problems of an economic, social, or humanitarian character, and in promoting and encouraging respect for human rights and for fundamental freedoms for all without distinction as to race, sex, language, or religion; and

4. To be a center for harmonizing the actions of nations in the attainment of these common ends.

Article 2. The Organization and its Members, in pursuit of the Purposes stated in Article 1, this Chapter, shall act in accordance with the following Principles:

1. The Organization is based on the principle of the sovereign equality of all its Members.

2. All Members, in order to ensure to all of them the rights and benefits resulting from membership, shall fulfill in good faith the obligations assumed by them in accordance with the present Charter.

3. All Members shall settle their international disputes by peaceful means in such a manner that international peace and security, and justice, are not endangered.

4. All members shall refrain in their international relations from the threat or use of force against the territorial integrity or political independence of any state, or in any other manner inconsistent with the Purposes of the W.O.R.L.D.

5. All Members shall give the W.O.R.L.D. every assistance in any action it takes in accordance with the present Charter, and shall refrain from giving assistance to any state against which the W.O.R.L.D. is taking preventive or enforcement action.

2. The General Assembly may discuss any questions relating to the maintenance of international peace and security brought before it by any Member of the W.O.R.L.D., or by the Security Council, and may make recommendations with regard to any such question to the state or states concerned or to the Security Council or to both. Any such question on which action is necessary shall be referred to the Security Council by the General Assembly before or after discussion.

3. The General Assembly may call the attention of the Security Council to situations which are likely to endanger international peace and security.

4. The powers of the General Assembly set forth in this Article shall not limit the general scope of Article 1, Section B, Chapter IV.

Article 3. The Secretary-General shall notify the General Assembly, at each session of the General Assembly, of any matters relative to the maintenance of international peace and security which are being dealt with by the Security Council, or have been dealt with since the last session.

Article 4. 1. The General Assembly shall initiate studies and make recommendations for the purpose of:

(a) promoting international cooperation in the political field and encouraging the progressive development of international law and its codification;

(b) promoting international cooperation in the economic, social, and health fields, and assisting in the realization of human rights and fundamental freedoms for all without distinction as to race, sex, language, or religion.

2. The further responsibilities, function, and powers of the General Assembly with respect to matters mentioned in paragraph (b), above, are set forth in Chapters IX and X.

Article 5. The General Assembly may recommend measures for the peaceful adjustment of any situation, regardless of origin, which it deems likely to impair the general welfare or friendly relations among nations, including situations resulting from a violation of the provisions of the present Charter setting forth the Purposes and Principles of the W.O.R.L.D.

Article 6. 1. The General Assembly shall receive and consider semi-annual and special reports from the Security Council; these reports shall include an account of the measures that the Security Council has decided upon or taken to maintain international peace and security.

2. The General Assembly shall receive and consider reports from the other organs of the W.O.R.L.D.

Article 7. The General Assembly shall perform such functions with respect to the international trusteeship system as are assigned to it under Chapters XI and XII, including the approval of the trusteeship agreements for areas not designated as strategic.

Article 8. 1. The General Assembly shall consider and approve the budget of the Organization.

2. The expenses of the Organization shall be borne by the Members as apportioned by the General Assembly.

Section C. Voting

Article 1. 1. Each member of the General Assembly shall have one vote.

2. Decisions of the General Assembly on important questions shall be made by a two-thirds majority of the members voting. These questions shall include: recommendations with respect to the maintenance of international peace and security, the admission of new Members to the W.O.R.L.D., the temporary suspension of the rights and privileges of membership, indefinite suspension of Members, questions relating to the operation of the trusteeship system, amendments to the present Charter, the

Article 2. The Members of the W.O.R.L.D. agree to accept and carry out the decisions of the Security Council in accordance with the present Charter.

Section C. Voting

Article 1. 1. Each member of the Security Council shall have one vote.

2. Decisions of the Security Council on all matters shall be made by an affirmative vote of three members.

Section D. Procedure

Article 1. The Security Council shall be so organized as to be able to function continuously.

Article 2. The Security Council may establish such subsidiary organs as it deems necessary for the performance of its functions.

Article 3. The Secretary-General shall establish rules of procedure for the Security Council, and shall function as its non-voting chairman.

Article 4. Any Member of the W.O.R.L.D. which is not a member of the Security Council may participate, without vote, in the discussion of any question brought before the Security Council, whenever the latter considers that the interests of that Member are specially affected.

Article 5. Any Member of the W.O.R.L.D. which is not a member of the Security Council, if it is a party to a dispute under consideration by the Security Council, shall be invited to participate, without vote, in the discussion relating to the dispute.

Chapter VI -- Pacific Settlement of Disputes

Article 1. 1. The parties to any dispute, the continuance of which is likely to endanger the maintenance of international peace and security, shall, first of all, seek a solution by negotiation, enquiry, mediation, conciliation, arbitration, judicial settlement, resort to regional agencies or arrangements, or other peaceful means of their own choice.

2. The Security Council shall, when it deems necessary, call upon the parties to settle their dispute by such means.

Article 2. The Security Council may investigate any dispute, or any situation which might lead to international friction or give rise to a dispute, in order to determine whether the continuance of the dispute or situation is likely to endanger the maintenance of international peace and security.

Article 3. Any Member of the W.O.R.L.D. may bring any dispute, or any situation of the nature referred to in Article 2, this Chapter, to the attention of the Security Council or of the General Assembly.

Article 4. 1. The Security Council may, at any stage of a dispute of the nature referred to in Article 2, this Chapter, or of a situation of like nature, recommend appropriate procedures or methods of adjustment.

2. The Security Council should take into consideration any procedures for the settlement of the dispute which have already been adopted by the parties.

3. In making recommendations under this Article the Security Council should also take into consideration that legal disputes should as a general rule be referred by the parties to the International Court of Justice.

Article 5. 1. Should the parties to a dispute of the nature referred to in Article 2, this Chapter, fail to settle it by the means indicated in that Article, they shall refer it to the Security Council.

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action shall be determined, within the limits laid down in the special agreement or agreements referred to in Article 5, this Chapter, by the Security Council and its Chief of Staff.

Article 8. 1. There shall be appointed by each Security Council a Chief of Staff, to advise and assist the Security Council on all questions relating to the Security Council's military requirements for the maintenance of international peace and security, the employment and command of forces placed at its disposal, and other military questions.

2. The Chief of Staff shall be responsible under the Security Council for the strategic direction and for the command of any armed forces placed at the disposal of the Security Council.

Article 9. The action required to carry out the decisions of the Security Council for the maintenance of international peace and security shall be taken by all the Members of the W.O.R.L.D. or by some of them, as the Security Council may determine.

Article 10. The Members of the W.O.R.L.D. shall join in affording mutual assistance in carrying out the measures decided upon by the Security Council.

Article 11. If preventive or enforcement measures against any state are taken by the Security Council, any other state which finds itself confronted with special economic problems arising from the carrying-out of those measures shall have the right to consult the Security Council with regard to a solution of those problems.

Article 12. Nothing in the present Charter shall impair the inherent right of individual or collective self-defense if an armed attack occurs against a member of the W.O.R.L.D., until the Security Council has taken measures necessary to maintain international peace and security. Measures taken by Members in the exercise of this right of self-defense shall be immediately reported to the Security Council and shall not in any way affect the authority and responsibility of the Council under the present Charter to take at any time such action as it deems necessary to maintain or restore international peace and security.

Chapter VIII -- Regional Arrangements

Article 1. 1. Nothing in the present Charter precludes the existence of regional arrangements or agencies for dealing with such matters relating to the maintenance of international peace and security as are appropriate for regional action, provided that such arrangements or agencies and their activities are consistent with the Purposes and Principles of the W.O.R.L.D.

2. The Members of the W.O.R.L.D. entering into such arrangements or constituting such agencies shall make every effort to achieve pacific settlement of local disputes through such regional arrangements or by such regional agencies before referring them to the Security Council.

3. The Security Council shall encourage the development of pacific settlement of local disputes through such regional arrangements or by such regional agencies either on the initiative of the states concerned or by reference from the Security Council.

4. This Article in no way impairs the application of Articles 2 and 3, this Chapter.

Article 2. The Security Council shall, where appropriate, utilize such regional arrangements or agencies for enforcement action under its authority. But no enforcement action shall be taken under regional arrangements or by regional agencies without the authorization of the Security Council.

Article 3. The Security Council shall at all times be kept fully informed of activities undertaken or in contemplation under regional arrangements or by regional agencies for the maintenance of international peace and security.

Section D. Procedures

Article 1. The Economic and Social Council shall invite any Member of the W.O.R.L.D. to participate, without vote, in its deliberations on any matter of particular concern to that Member.

Article 2. The Economic and Social Council shall adopt its own rules of procedure, including the method of selecting its chairman.

Chapter XI -- International Trusteeship System

Article 1. The W.O.R.L.D. shall establish under its authority an international trusteeship system for the administration and supervision of such territories as may be placed thereunder by subsequent individual agreements, and such territories the protection of which has been assumed by the W.O.R.L.D. following the collapse of all legal authority within. These territories are hereinafter referred to as trust territories.

Article 2. The basic objectives of the trusteeship system, in accordance with the Purposes of the W.O.R.L.D. laid down in Article 1, Chapter 1, of the present Charter, shall be:

- (a) to further international peace and security;
- (b) to promote the political, economic, and social advancement of the inhabitants of the trust territories;
- (c) to encourage respect for human rights and for fundamental freedoms for all without distinction as to race, sex, language, or religion, and to encourage recognition of the interdependence of the peoples of the world; and
- (d) to ensure equal treatment in social, economic, and commercial matters for all Members of the W.O.R.L.D. and their nationals, and also equal treatment for the latter in the administration of justice, without prejudice to the attainment of the foregoing objectives and subject to the provisions of Article 4, this Chapter.

Article 3. The trusteeship system shall apply to such territories in the following categories as may be placed thereunder by means of trusteeship agreements or collapse of all semblance of governmental authority:

- (a) territories voluntarily placed under the system by states responsible for their administration; and
- (b) territories the control of which is assumed by the W.O.R.L.D. after they have fallen into "civil disorder" ("civil disorder" being defined as absence of governmental control for two consecutive seasons).

Article 4. Except as may be agreed upon in individual trusteeship agreements made under Article 3, this Chapter, and until such agreements have been concluded, nothing in this Chapter shall be construed in or of itself to alter in any manner whatsoever the rights of any states or any peoples or the terms of existing international instruments to which Members of the W.O.R.L.D. may respectively be parties.

Article 5. Trusteeship agreements shall in each case include the terms under which the trust territory will be administered and designate the authority which will exercise the administration of the trust territory. Such authority, hereinafter called the administering authority, may be one or more states or the Organization itself.

Article 6. There may be designated, in any trusteeship agreement, a strategic area or areas which may include part or all of the trust territory to which the agreement applies, without prejudice to any special agreement or agreements made under Article 5, Chapter VII.

Article 7. 1. All functions of the W.O.R.L.D. relating to strategic areas, including the approval of the terms of the trusteeship agreements and of their alteration or amendment, shall be exercised by the Security Council.

Article 2. The Trusteeship Council shall, when appropriate, avail itself of the assistance of the Economic and Social Council.

Chapter XIII -- The International Court of Justice

Article 1. 1. The International Court of Justice shall be the principal judicial organ of the W.O.R.L.D. It shall be composed of the Gamesmaster and one person chosen for a three-year term by the General Assembly.

2. Split decisions of the Court shall be considered a decision for the "status quo".

Article 2. 1. Each Member of the W.O.R.L.D. undertakes to comply with the decision of the International Court of Justice in any case to which it is a party.

2. If any party to a case fails to perform the obligations incumbent upon it under a judgment rendered by the Court, the other party may have recourse to the Security Council, which may, if it deems necessary, make recommendations or decide upon measures to be taken to give effect to the judgment.

Article 3. 1. The General Assembly or the Security Council may request the International Court of Justice to give an advisory opinion on any legal question.

2. Other organs of the W.O.R.L.D., which may at any time be so authorized by the General Assembly, may also request advisory opinion of the Court on legal questions arising within the scope of their activities.

Chapter XIV -- The Secretariat

Article 1. The Secretariat shall comprise a Secretary-General and such other staff as his duties may require. The Secretary-General shall be appointed initially, for a one-year term, by the Gamesmaster, and thereafter shall be appointed for four-year terms by the General Assembly, upon the recommendation of the Security Council.

Article 2. The Secretary-General shall be the chief administrator of the Organization, shall act as presiding officer over sessions of the General Assembly, shall serve as non-voting chairman of the Security Council, and shall perform such other functions as are entrusted to him by the Organization.

Article 3. The Secretary-General shall make a quarterly report to the General Assembly on the work of the Organization.

Article 4. The Secretary-General may bring to the attention of the Security Council any matter which in his opinion may threaten the maintenance of international peace and security.

Article 5. 1. In the performance of these duties the Secretary-General and his staff shall not seek or receive instructions from any W.O.R.L.D. government or from any other authority external to the Organization. They shall refrain from any actions which might reflect on their position as international officials responsible only to the Organization.

2. Each Member of the W.O.R.L.D. undertakes to respect the exclusively international character of the responsibilities of the Secretary-General and his staff and not to seek to influence them in the discharge of their responsibilities.

Article 6. 1. The staff shall be appointed by the Secretary-General under regulations established by the General Assembly.

2. Appropriate staff shall be permanently assigned to the Economic and Social Council, the Trusteeship Council, and, as required, to other organs of the W.O.R.L.D. These staffs shall form a part of the Secretariat.

3. The paramount consideration in the selection of the staff and in the determination of the conditions of service shall be the necessity of securing the highest standards of efficiency, competence, and integrity. Due regard shall be paid to the importance of recruiting the staff on as wide a geographical basis as possible.

THE DIPLOMACY PUBLISHERS AND THEIR MAGAZINES -- Changes to Listing in DIPLOMANIA #22

Scott Berschig -- Change address to 804 Marlene Drive, Everman, Texas, 76140.

John Boardman -- Delete "*" and "g/\$3.50", and change issue #'s "43-172" to "43-175".

Dan Brannan -- Change address to Apt. 7, 915 South St. Andrews Pl., Los Angeles, Cal., 90019. Opposite WILD 'N WOOLY, change issue #'s "31-136" to "31-138".

Add: Jack Flemming, 624 E. Green, Champaign, Ill., 61820).

@AUTOSUTRAMENTIS -- no games yet; *; one issue on hand; ditto; no other info.

Eduard Halle -- Change address to P.O. Box 903, Gainesville, Florida, 32601. Change entire listing for BROBDINGNAG-3 to: "games 1969C (ACA), ABA (Boardman no. unknown); s/10¢ ea., 10/\$1; *; g/\$3; R; #'s 91, 92. Mimeo. Recommended."

Robert Johnson -- Change magazine listing to: "DIPLODEUR -- games #1 (no Boardman no. yet), #2 (no Boardman no. yet), 1969Bca (#3); Rv; no subs; no issues on hand."

Jeff Key -- Change listing for THE VOICE to: "game 1968CM (TV-A); s/35¢ ea.; *; g/\$4; R; Vol. II, #'s 1-3. Xerox. Recommended."

John Koning -- Opposite RAGNAROK, add games 1969D (D), 1969E (E), and change issue #'s "1,2" to "1-3". Opposite STAB, change "1968Dar (IV)" to "1968Dar (V)", and issue #'s "1-58" to "1-58,60". ((John, we seem to have missed #59. Help, please!)) Opposite MASSIF, change issue #'s "1-69" to "1-69,71". Opposite ORTHANC, change issue #'s "11-57" to #'s "11-57,59". Opposite TRANTOR, change issue #'s "4-84" to "4-84,86". Opposite VALHALLA, change issue #'s "1-12" to "1-13".

Bob Lake -- Change "JUTLAND JOLLIES" to "(JUTLAND JOLLIES)".

Dave Lebling -- Change address to 156 Harvard St., Brookline, Mass., 02146. ((Note that GLOCKORLA is suspending publication, with its Regular games to appear in DIPLOPHOBIA and its Variant games to appear in HYDROPHOBIA until another home can be found for them. Full details in next DIPLOMANIA.))

John McCallum -- Change listing for ACELDAMA to: "game 1967AY (ARMA-8); s/\$1 'til game ends; R; #'s 1-12; mimeo. Recommended."

Norman McLeod -- Opposite DUNEVegan, change "\$1.50 thereafter" to "\$1 thereafter 'til first game reaches SPRING'03". Opposite XANADU, delete second line and substitute "#5 (no Boardman no. yet); s/10/\$1.25, 15¢ ea.; #'s 11-13. Ditto. Recommended."

Don Miller -- Opposite DIPLOPHOBIA, delete "1966AZ (PJC)". Opposite FANTASIA, delete "1966Lk (FEC)". ((Note that GLOCKORLA games will probably be picked up shortly by the DIPLOMANIA family. Also note that sub-zines DIPSOMANIA, FANTASIA, and SUPERCAL may shortly be transferred from DIPLOPHOBIA into a resurrected HYDROPHOBIA, with a few of the games alternating between the two 'zines to take advantage of a more rapid schedule offered by the alternating bi-weekly publication of the two 'zines. Finally, note that DIPSOMANIA games 1966Mn (DEE-A) and 1966AMn (DEE-B) are now in a state of suspended animation, awaiting the recruiting of two more replacement players to fill vacated positions; when these positions are filled, the games will resume. Oh, yes -- there are some new games opening -- "Scotice Scripti" (see Rod Walker's LOMOKOME #4) and a very slow (6-8 weeks between deadlines) game for overseas players and those who like slow games). Fees: \$5 (\$4 if you are in a current HYDROPHOBIA game or are a Regular member of the N3F Games Bureau; \$3 if you are both a member and a current player.))

Add: David Lindsay, 2245 Fairmont Parkway, Erie, Penna., 16510.

@HALF AND HALF -- no games yet; *; g/\$2; R; Xerox; no issues on hand; no other info. ((Sorry this is a bit out of order.))

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VARIANT POSTAL DIPLOMACY GAMES -- Changes to Listing in DIPLOMANIA #22

Under Part I, "Types of Variants", opposite numerical codes for magazines, delete "10. EREHWON" and "11. MISKATONIC UNIVERSITY". Add "30. Childer's Verrat 'zine (name unknown)", "31. BLEFESCU", and "32. DIPLODEUR". Opposite "k", change "1966L(6)" to "19661". Opposite "v", change "1966Y(11)" to "1966Y(31)"; change "1966AL(11)" to "1966AL(31)"; change "1967I(11)" to "1967I(31)"; change "1968P(10)" to "1968P(31)". Opposite "bd", change "1967AG(15)" to "1967AG(*)"; change "1967AI(15)" to "1967AI(*)". Opposite "be", change "1967AH(19)" to "1967AH(*)". Opposite "bs", change "1968(5)" to "19680(5)". Opposite "bu", add "1969A(16)". Opposite "bz", add "Verrat" and "1968Y(30)". Opposite "ca", add "Version C" and "1969B(32)".

Under Part II, "Games", make the following changes: Opposite "1966Lk", add "(Won Quelle 3009, Alan Huff, GONDOR)". Opposite "1966Yv", change "MISKATONIC UNIVERSITY" to "BLEFESCU" and "(Game 1966MB)" to "(1966AR; formerly 1966MB)". Opposite "1966ALv", change "MISKATONIC UNIVERSITY" to "BLEFESCU" and "(1966MC)" to "(1966BE; formerly 1966MC)". Opposite "1966APaf", change "(Drawn ?, Conrad Von Metzke, ?; Jerry Pournelle, ?)" to "(Won ?, Jerry Pournelle, ?)". ((This info was given to us by Charles Wells, who ran the game; corrected info was provided by one of the players, Conrad Von Metzke. Why the confusion is the results of the game? --ed.)) Opposite "1967lv", change "MISKATONIC UNIVERSITY" to "BLEFESCU", and "(1967MB)" to "(1967C; formerly 1967MB)". Opposite "1967AGbd", add "(Cancelled SPRING 561)". Opposite "1967AHbe", add "(Cancelled WINT 1004)". Opposite "1967AIbd", add "(Cancelled FALL 560)". Opposite "1968Pv", change "EREHWON" to "BLEFESCU". Opposite "1968Rbu", add "(RV-I)". Opposite "1968Y", change "1968Y" to "1968Ybz", and add " ? ? (Michael Chil- ders)". Opposite "1969A", change "1969A" to "1969Abu", and add "UTOPIA (RV-II)". Opposite "1969B", change "1969B" to "1969Bca", and add "DIPLODEUR (#3)".

Note that the two GLOCKORLA games will probably be transferred to DIPLOPHOBIA unless a home can be found for them elsewhere (we are playing in both of them), and that the DIPLOPHOBIA games (including the GLOCK games) and those in FANTASIA, DIPSOMANIA, and SUPERCAL may end up in HYDROPHOBIA, which is being revived. Of the DIPLOPHOBIA and DIPSOMANIA games, PME, DAA, DCA, and DGA (and possible DKJ) may move back and forth between DIPLOPHOBIA and HYDROPHOBIA in order to take advantage of the alternating two-week publication of the two 'zines. More details in DIPLOPHOBIA and DIPLOMANIA #24, as soon as details are worked out. (We might also add that DIPSOMANIA game DFF and FANTASIA game FHD, in which we are also playing, are looking for a new home along with the two GLOCK games.)

The complete listing in DIPLOMANIA #22 will not be published again for some time to come. In the interim, corrections will be published regularly in DIPLOMANIA (and possibly HYDROPHOBIA and DIPLOPHOBIA), and we will shortly publish a second listing containing only those Variant games still in progress. Also, because of space limitations in this issue, the listing of Regular games will be deferred until the next issue. The first such listing will be a complete listing, similar to the Variant listing in DIPLOMANIA #22. After that, a second listing of Regular games in progress will be published, with continuous updating of both this and the longer list. Between the four lists -- with the cooperation of our readers -- we should be able to keep pretty well up-to-date with what's going on in the way of games in the field of Postal Diplomacy.

Publication of the Regular listings is not intended to duplicate or take the place of the efforts of John Koning, who is officially in charge of keeping up with the Regular game numbering system. It is, instead, intended to supplement the Variant listings. The problem is, the Koning system still retains some of the Variants in the system which were originally picked up when Boardman was handling the assignment of numbers. Since these games are also carried in the Variant numbering system, our Regular listings should aid in eliminating confusion between the two numbering systems. (Note that Rod Walker has picked up the Regular rather than the Variant listings for his 5-man games.) Of course, the real confusion lies in "What is a 'Variant'?"....

More In Brief --

Other Bureau 'Zines not currently having new games forming are: ATLANTIS (Walker), DIPLOMANIA (genzine -- no games; Miller), DIPSOMANIA (Miller; to be in HYDROPHOBIA); GLOCKORLA (Dave Lebling, but to be suspended and picked up in DIPLOPHOBIA and HYDROPHOBIA), HYDROPHOBIA (Miller), LOMOKOME (Walker), ORTHANC (John Koning; in STAB), THE OZ FREE PRESS (Walker; publication temporarily suspended), SUPERCALIFRAGILISTIC-EXPIALIDOCIOUS (Miller; to be in HYDROPHOBIA), UTOPIA (Walker). Most of the above 'zines and those listed on page one do have openings for replacement players; write to the respective publisher if interested; replacement positions are generally free to those persons who are subscribing or already playing in other game(s) in 'zine.

Very important -- Please Note -- In the next few issues of DIPLOMANIA we plan to run a series of symposiums (symposia?) on various Diplomacy-related subjects. We feel that, with rulebook revisions impending (not to mention the strong possibility of some organization of Diplomacy magazines/gamesmasters/players through the I.D.F. and the Games Bureau Diplomacy Division), such a series would be particularly meaningful at this time. We urge as many Gamesmasters and players as possible to participate in this series. It's very important that the opinions expressed in the series represent a cross-section of the entire gamut of opinion, and not just the voices of a few who just happen to have the urge to sound off about a pet peeve. ##### The first symposium, planned for publication in DIPLOMANIA #24, will be on the subject of Variants. We ask those who contribute to touch upon such issues as "What is a Variant?" "At what point does a Regular game become a Variant?" "What role can/should Variants play in the field of Diplomacy?" "Should a revised Rulebook contain rules to several of the better Variants in addition to the Regular rules?" And so on. In discussing what makes a game a Variant rather than a Regular game, we expect that it will be necessary to go into some detail into the worth and role of many of the controversial rule-proposals which have been made (and many of the interpretations) to date, such as Koning's Rule, Miller's Rule, Key's Rule, the Just Right-Hand Rule, etc. ##### Future symposia will be on such subjects as "Rating Systems", "Map Changes", "Rule Changes", "Propaganda" (Its Use and Mis-Use, It's Proper Role in Postal Diplomacy, "Black" Propaganda, etc.), and on such other subjects as our readers might suggest.

In addition to those persons whose letters appear in "The Courier", we also heard from George Schelz (who sent answers to Jared Johnson's questions in DPMA #22; these are being sent on to Jared for tallying); Charles Wells (who sent in a couple of corrections to DPMA #22 and also stated, "I couldn't agree more concerning obnoxious players who wander around eavesdropping openly in Dip. games so as to break up other discussions. ((A certain player)) did that recently here. The result was everyone pounced on him and eliminated him."); Eduard Halle (who sent some info and remarked, "Dippy Map: Interesting. Has anyone done a close look at the changes of general strategy which would result from the changes in the map? Migawd! but they exist. Quite a few changes at the basic level seem to be needed. I am thinking of trying this at Melbourne next month and see what happens.") (He was commenting on Fred Davis' article in DPMA #22.); and John McCallum (who sent in quite a bit of information/ corrections to the Publisher/Magazine listing in DPMA #22, which -- since this is the last page in this ish, and his letter was just received a few minutes ago, will have to wait until DIPLOMANIA #24). Now how about some of you other people writing?????

DIPLOMANIA is a Diplomacy Genzine, and is a publication of the National Fantasy Fan Federation Games Bureau Diplomacy Division. Editor and Publisher: Don Miller, 12315 Judson Road, Wheaton, Maryland, U.S.A., 20906. Schedule: Irregular, but we are attempting to put it out about every six weeks, sometimes as quickly as four weeks, depending. Deadline for material for issue #24: March 31, 1969. For #25, deadline is tentatively May 15. A couple of complete sets are available from the editor for \$4.50 (issues 1-22); the "genzine" version (#'s 12-22) runs to \$2.75; individual issues are variously priced, running from 10¢ to 50¢ (the latter for double-issues). Subs are 4/\$1, 35¢ ea. (All 3/\$1 subs are hereby extended one issue.) Address code: C, Contributor (1 issue on sub); N, You and/or your 'zine are mentioned herein; S, Sample; T, Trade; W, Subscriber (# indicates last ish on sub); X, last issue, unless.... --DLM (Oh, yes: and H, HYPERECONOMIC player/W.O.R.L.D. member.)

Hal Naus -- Change address to 1011 Barrett Ave., Chula Vista, Cal., 92010.

Cliff Olilla -- Add game 1969A. Change issues "1-10" to "I:1-10; II: 1".

Larry Peery -- Opposite PEERIMANIA, change "no issues on hand" to "# I:8.0". Opposite XENOGOGIC, change issue#'s "II:1-10" to "II:1-10.5".

Robert Perkins -- Change listing for SPALD, JR. to: "games 1968BX, 1968CO; s/10/\$1; *; g/\$3 (\$2 if already in game in mag.) for Regular, \$3.50 (\$2.50 if already in mag.) for Variant; Rv; #'s 6-8; ditto. Recommended."

Delete entire listing for Anders Swenson. ((The three Variants now appear in Rnd Walker's BLEFESCU. The lone Regular game from MISKATONIC UNIVERSITY still in progress -- game 1966X -- is looking for a new home. Any takers?))

Conrad Von Metzke -- Change "COSTAGUANA" to "(COSTAGUANA)".

Capt. Rodney Walker -- Opposite ATLANTIS, delete games 1967AGbd (vE16) and 1967AIbd (vE18), and change issue #'s "1-4" to "1-5". Opposite EREHWON, delete games 1966BI (rE8) and 1968Pv (nE26); change last two lines of listing to read: "s/10/\$3 (\$2 to N3F Games Bureau Regular members); *; g/\$6 (\$5 N3F Games Bureau Regular members, \$4 to current traders); R; #'s I:1-10, II: 1-10; III: 1-6. Mimeo. Recommended. N3F Games Bureau Diplomacy Division." Opposite LOMOKOME, change last line of listing to: "1968Uam; s/10/\$2; v; #'s 1-4. Mimeo. N3F Games Bureau Diplomacy Division." Change "THE OZ FREE PRESS" to "(THE OZ FREE PRESS)". Change entire listing for UTOPIA to: "games 1966AIac (vE5), 1967Vat (vE14), 1968Rbu; s/10/\$1.50 (10/\$1 to N3F Games Bureau Regular members); v; #'s 1-5; Mimeo. N3F Games Bureau Diplomacy Division." Change listing for ZOTHIQUE to: "no games at the moment; s/10/\$1.50 (10/\$1 to N3F Games Bureau Regular members); *; g/\$4 (\$3 N3F Games Bureau Regular members); v; #'s 1-3,4a. Mimeo. N3F Games Bureau Diplomacy Division." Oh, yes, and at end of LOMOKOME listing, add "Recommended." And add listing for new 'zine:

BLEFESCU -- games 1966Yv (1966AR; formerly 1966MB), 1966ALv (1966BE; formerly 1966MC), 1967Iv (1967C; formerly 1967MB), 1968Pv (nE26); s/10/\$1; *; g/\$4 (\$3 to N3F Games Bureau Regular members); v; #1. Mimeo. N3F Games Bureau Diplomacy Division.

Charles Wells -- Change listing for LONELY MOUNTAIN to: "games 1965P, 1966Y, 1967AD, 1968Sbv (1968-XI); s/10¢ ea.; *; g/?; Rv; #'s 1-45. Ditto. N3F G.B. Diplomacy Div."

Monte Zelazny -- No change, but it should be noted that his games are continuing by carbon copy, and it is hoped that publication of AEOLUS will soon resume.

Miscellaneous -- We understand Dan Evans has openings (fee \$2 for 5 games) in a second tournament, the WORLD CHAMPIONSHIP DIPLOMACY TOURNAMENT, presumably to be run in the same manner as his current MARCH OF DIMES TOURNAMENT. (Note that the game fee does not include postage costs, which must be sent in by each player for each move.) Change the third paragraph, beginning "Note that . . ." to read as follows: "Note that Terry Kuch is Guest-Gamesmaster in one of the DIPSOMANIA games, and Ray Stokely is GGM in some of the LA GUERRE games." ##### Add new paragraph: "Michael Childers is running a game of Verrat; no further information is available at this time. Mike?" ##### Opposite PANZERFAUST, change issue #'s "III: 1,3" to III: 1,3,4". ((Don, we still don't have a copy of Volume III, No. 2.))

We don't know if any changes have occurred in the status of the LA GUERRE games -- we never received #21, and only received part of #22. Can any of the players fill us in on whether any of the games have finished, or whether any new ones have started?

DIPLOMANIA readers, which way of listing the active Diplomacy 'zines do you find most useful -- listings by magazine title (see DIPLOMANIA #21), or by publisher (see DPM #22)?

Chapter XV -- Miscellaneous Provisions

Article 1. 1. Every treaty and every international agreement entered into by any Member of the W.O.R.L.D. after the present Charter comes into force shall as soon as possible be registered with the Secretariat and published by it.

2. No party to any such treaty or international agreement which has not been registered in accordance with the provisions of paragraph 1 of this Article may invoke that treaty or agreement before any organ of the W.O.R.L.D.

Article 2. In the event of a conflict between the obligations of the Members of the W.O.R.L.D. under the present Charter and their obligations under any other international agreement, their obligations under the present Charter shall prevail.

Article 3. The Organization shall enjoy in the territory of each of its Members such legal capacity as may be necessary for the exercise of its functions and the fulfillment of its purposes.

Article 4. 1. The Organization shall enjoy in the territory of each of its Members such privileges and immunities as are necessary for the fulfillment of its purposes.

2. Representatives of the Members of the W.O.R.L.D. and officials of the Organization shall similarly enjoy such privileges and immunities as are necessary for the independent exercise of their functions in connection with the Organization.

3. The General Assembly may make recommendations, with a view to determining the details of the application of paragraphs 1 and 2 of this Article or may propose conventions to the Members of the W.O.R.L.D. for this purpose.

Chapter XVI -- Amendments

Article 1. Amendments to the present Charter shall come into force for all Members of the W.O.R.L.D. when they have been adopted by a vote of two-thirds of the members of the General Assembly.

Article 2. 1. A General Session of the Members for the purpose of reviewing the present Charter may be held at a time to be fixed by a two-thirds vote of the Members of the General Assembly.

2. If such a session has not been held before the end of the fifth year of existence of the W.O.R.L.D. following the coming into force of the present Charter, the proposal to hold such a session shall be placed on the agenda of the last session of the General Assembly that year, and the General Session shall be held if so decided by a majority vote of the members of the General Assembly.

Chapter XVII -- Ratification

Article 1. The present Charter shall be considered to have been ratified by all of the players of game DMK ("Hypereconomic Diplomacy") who are playing Major Powers, Major Neutrals, and Minor Neutrals.

Article 2. The present Charter shall be effective on February 20, 1969.

There you have it. We decided to adopt the U.N. Charter (with modifications) for the W.O.R.L.D. in order to get it off the ground. Once the W.O.R.L.D. is functioning, its members are of course to amend the Charter as they see fit. ##### We have appointed Robert Wayne Hoheisel to the office of Secretary-General for a one-year term (one game-year, i.e.), to get the thing moving. After one game-year, the members may elect him to a full four-year term or replace him with someone else, as they see fit. ##### Wayne may publish a W.O.R.L.D. organ (which would mean a \$1 surcharge for on-board players if they want the organ, and a \$1 surcharge for off-board players if they want AUX ARMES!); but nothing is certain yet. We'll have more details in AUX ARMES! #4.

--DLM

2. The basic objectives set forth in Article 2, this Chapter, shall be applicable to the people of each strategic area.

3. The Security Council shall, subject to the provisions of any trusteeship agreement, and without prejudice to security considerations, avail itself of the assistance of the Trusteeship Council to perform those functions of the W.O.R.L.D. under the trusteeship system relating to political, economic, and social matters in the strategic areas.

Article 8. It shall be the duty of the administering authority to ensure that the trust territory shall play its part in the maintenance of international peace and security. To this end the administering authority may make use of volunteer forces, facilities, and assistance from the trust territory in carrying out the obligations towards the Security Council undertaken in this regard by the administering authority, as well as for local defense and the maintenance of law and order within the trust territory.

Article 9. 1. The functions of the W.O.R.L.D. with regard to trusteeship agreements for all areas not designated as strategic, including the approval of the terms of trusteeship agreements and of their alteration or amendment, shall be exercised by the General Assembly.

2. The Trusteeship Council, operating under the authority of the General Assembly, shall assist the General Assembly in carrying out these functions.

Chapter XII -- The Trusteeship Council

Section A. Composition

Article 1. The Trusteeship Council shall consist of the following Members of the W.O.R.L.D.:

(a) those Members administering trust territories; and

(b) as many other Members elected for three-year terms by the General Assembly as may be necessary to ensure that the total number of members of the Trusteeship Council is equally divided between those Members of the W.O.R.L.D. which administer trust territories and those which do not, with the exception that the first Trusteeship Council shall be composed of no less than two non-administering Members.

Section B. Functions and Powers

Article 1. The General Assembly and, under its authority, the Trusteeship Council, in carrying out their functions, may:

(a) consider reports submitted by the administering authority;

(b) accept petitions and examine them in consultation with the administering authority; and

(c) take these and other actions in conformity with the terms of the trusteeship agreement.

Article 2. The administering authority for each trust territory within the competence of the General Assembly shall make an annual report to the General Assembly on the status of the political, economic, and social well-being of that trust territory.

Section C. Voting

Article 1. 1. Each member of the Trusteeship Council shall have one vote.

2. Decisions of the Trusteeship Council shall be made by a majority of the Council.

Section D. Procedures

Article 1. The Trusteeship Council shall adopt its own rules of procedure, including the method of selecting its chairman.

Chapter IX -- International Economic and Social Cooperation

Article 1. With a view to the creation of conditions of stability and well-being which are necessary for peaceful and friendly relations among nations based on respect for the principle of equal rights and self-determination of people, the W.O.R.L.D. shall promote:

- (a) solutions of international economic, social, health, and related problems; and
- (b) Universal respect for, and observance of, human rights and fundamental freedoms for all without distinction as to race, sex, language, or religion.

Article 2. All Members pledge themselves to take joint and separate action in co-operation with the Organization for the achievement of the purposes set forth in Article 1, this Chapter.

Article 3. Responsibility for the discharge of the functions of the Organization set forth in this Chapter shall be vested in the General Assembly and, under the authority of the General Assembly, in the Economic and Social Council, which shall have for this purpose the powers set forth in Chapter X.

Chapter X -- Economic and Social Council

Section A. Composition

Article 1. 1. The Economic and Social Council shall consist of three Members of the W.O.R.L.D. elected by the General Assembly.

2. At the first election, the members of the Economic and Social Council shall be chosen. The term of office of one member so chosen shall expire at the end of one year, and of one other member at the end of two years, in accordance with arrangements made by the General Assembly. Thereafter, all members of the Economic and Social Council are elected for three-year terms, at the rate of one member per year. A retiring member is not eligible for immediate re-election.

Section B. Functions and Powers

Article 1. 1. The Economic and Social Council may make or initiate studies and reports with respect to international economic, social, health, and related matters and may make recommendations with respect to any such matters to the General Assembly and to the Members of the W.O.R.L.D.

2. It may make recommendations for the purpose of promoting respect for, and observance of, human rights and fundamental freedoms for all.

3. It may prepare draft conventions for submission to the General Assembly, with respect to matters falling within its competence.

Article 2. The Economic and Social Council may furnish information to the Security Council and shall assist the Security Council upon its request.

Article 3. 1. The Economic and Social Council shall perform such functions as fall within its competence in connection with the carrying-out of the recommendations of the General Assembly.

2. It may, with the approval of the General Assembly, perform services at the request of Members of the W.O.R.L.D.

3. It shall perform such other functions as are specified elsewhere in the present Charter or may be assigned to it by the General Assembly.

Section C. Voting

Article 1. 1. Each member of the Economic and Social Council shall have one vote.

2. Decisions of the Economic and Social Council shall be made by a majority of the members voting.

2. If the Security Council deems that the continuance of the dispute is in fact likely to endanger the maintenance of international peace and security, it shall decide whether to take action under Article 4, this Chapter, or to recommend such terms of settlement as it may consider appropriate.

Article 6. Without prejudice to the provisions of the above Articles in Chapter VI, the Security Council may, if all the parties to any dispute so request, make recommendations to the parties with a view to a pacific settlement of the dispute.

Chapter VII -- Action with Respect to Threats to the Peace, Breaches of the Peace, and Acts of Aggression

Article 1. The Security Council shall determine the existence of any threat to the peace, breach of the peace, or act of aggression and shall make recommendations, or decide what measures shall be taken in accordance with Articles 3 and 4, this Chapter, to maintain or restore international peace and security.

Article 2. In order to prevent an aggravation of the situation, the Security Council may, before making the recommendations or deciding upon the measures provided for in Article 1, this Chapter, call upon the parties concerned to comply with such provisional measures as it deems necessary or desirable. Such provisional measures shall be without prejudice to the rights, claims, or positions of the parties concerned. The Security Council shall duly take account of failure to comply with such provisional measures.

Article 3. The Security Council may decide what measures not involving the use of armed force are to be employed to give effect to its decisions, and it may call upon the Members of the W.O.R.L.D. to apply such measures. These may include complete or partial interruption of economic relations and means of communication, and the severance of diplomatic relations.

Article 4. Should the Security Council consider that measures provided for in Article 3, this Chapter, would be inadequate, it may take such action by sea or land forces as may be necessary to maintain or restore international peace and security. Such action may include demonstrations, blockade, and other operations by sea or land forces of Members of the W.O.R.L.D.

Article 4. 1. All Members of the W.O.R.L.D., in order to contribute to the maintenance of international peace and security, undertake to make available to the Security Council, on its call and in accordance with a special agreement or agreements, armed forces, assistance, and facilities, including rights of passage, necessary for the purpose of maintaining international peace and security.

2. Such agreement or agreements shall govern the numbers and types of force, their degree of readiness and general location, and the nature of the facilities and assistance to be provided.

3. The agreement or agreements shall be negotiated on the initiative of the Security Council, as soon as possible after the ratification of this Charter. They shall be concluded between the Security Council and Members or between the Security Council and groups of Members.

Article 6. When the Security Council has decided to use force it shall, before calling upon a Member not represented on it to provide armed forces in fulfillment of the obligations assumed under Article 5, this Chapter, invite that Member, if the Member so desires, to participate in the decisions of the Security Council concerning the employment of contingents of that Member's armed forces.

Article 7. In order to enable the W.O.R.L.D. to take urgent military measures, Members shall hold immediately available national manpower factors for combined international enforcement action. The number of these factors and plans for their combined

over-riding of Security Council decisions, and budgetary questions.

3. Decisions on other questions, including the determination of additional categories of questions to be decided by a two-thirds majority, shall be made by a majority of the members voting.

Article 2. A Member of the W.O.R.L.D. which is in arrears in the payment of its financial contributions to the Organization shall have no vote in the General Assembly if the amount of its arrears equals or exceeds the amount of the contributions due from it for the preceding two payment-periods. The General Assembly may, nevertheless, permit such a member to vote if it is satisfied that the failure to pay is due to conditions beyond the control of the Member.

Section D. Procedure

Article 1. The General Assembly shall meet in such sessions as occasion may require (a "session" being defined as one round of voting and/or debate), but not less often than once per year (a "year" and other time-periods mentioned in this Charter being "game-years", etc.). Special sessions shall be convoked by the Secretary-General at the request of the Security Council or of a majority of the Members of the W.O.R.L.D.

Article 2. Rules of procedure for the General Assembly shall be established by the Secretary-General, who will act as presiding officer over sessions of the Assembly.

Article 3. The General Assembly may establish such subsidiary organs as it deems necessary for the performance of its functions.

Chapter V -- The Security Council

Section A. Composition

Article 1. 1. The Security Council shall consist of five Members of the W.O.R.L.D., consisting of two Major Powers, one Major Neutral, one Minor Neutral, and one Off-Board Player. In the event there are no Off-Board Players in the W.O.R.L.D., a second Minor Neutral shall be elected to the Council.

2. The term of office for a member of the Security Council is two years. However, to insure staggered rotation to the Council in the future, in the first Security Council to sit one Major Power and one Off-Board Player (or one Minor Neutral, if there are no Off-Board Players on the Council) shall sit for only one year.

3. The individual Members serving initially on the Security Council, as well as the future rotation for such service, shall be established by lot within each class, with all of the Members of the W.O.R.L.D. being included in this rotation. Drawing of lots shall be conducted by the Secretary-General, who himself is not eligible for membership on the Security Council while he is serving as Secretary-General.

4. As new nations are admitted to the W.O.R.L.D., their names shall be added to the rotation at the bottom of the original rotation order.

Section B. Functions and Powers

Article 1. 1. In order to insure prompt and effective action by the W.O.R.L.D., its Members confer on the Security Council primary responsibility for the maintenance of international peace and security, and agree that in carrying out its duties under this responsibility the Security Council acts on their behalf.

2. In discharging these duties the Security Council shall act in accordance with the Purposes and Principles of the W.O.R.L.D. The specific powers granted to the Security Council for the discharge of these duties are laid down in Chapters VI, VII, VIII, and XI.

3. The Security Council shall submit semi-annual and, when necessary, special reports to the General Assembly for its consideration.

6. Nothing contained in the present Charter shall authorize the W.O.R.L.D. to intervene in matters which are essentially within the domestic jurisdiction of any state or shall require the Members to submit such matters to settlement under the present Charter, but this principle shall not prejudice the application of enforcement measures under Chapter VII.

Chapter II -- Membership

Article 1. The original Members of the W.O.R.L.D. shall be all of the nations of Europe, and those nations of Africa and Asia which appear on the map of the "world" as defined on page 9 of the publication DIPLOMANIA 19/20.

Article 2. 1. Membership in the W.O.R.L.D. is open to all other peace-loving states which accept the obligations contained in the present Charter, and, in the judgment of the Organization, are able and willing to carry out these obligations.

2. The admission of any such state to membership in the W.O.R.L.D. will be effected by a decision of the General Assembly upon the recommendation of the Security Council.

Article 3. A Member of the W.O.R.L.D. against which preventive or enforcement action has been taken by the Security Council may be temporarily suspended from the exercise of the rights and privileges of membership by the General Assembly upon the recommendation of the Security Council. The exercise of these rights and privileges may be restored by the Security Council.

Article 4. A Member of the W.O.R.L.D. which has persistently violated the Principles contained in the present Charter may be suspended indefinitely from the Organization by the General Assembly upon the recommendation of the Security Council. An indefinite suspension may be lifted only by a decision of the General Assembly upon the recommendation of the Security Council.

Chapter III -- Organs

Article 1. 1. There are established as the principal organs of the W.O.R.L.D.: a General Assembly, a Security Council, an Economic and Social Council, a Trusteeship Council, an International Court of Justice, and a Secretariat.

2. Such subsidiary organs as may be found necessary may be established in accordance with the present Charter.

Article 2. The W.O.R.L.D. shall place no restrictions on the eligibility of men and women to participate in any capacity and under conditions of equality in its principal and subsidiary organs.

Chapter IV -- The General Assembly

Section A. Composition

The General Assembly shall consist of all the members of the W.O.R.L.D.

Section B. Functions and Powers

Article 1. The General Assembly may discuss any questions or any matters within the scope of the present Charter or relating to the powers and functions of any organs provided for in the present Charter, and may make recommendations to the Members of the W.O.R.L.D. or to the Security Council or to both on any such question or matter.

Article 2. 1. The General Assembly may consider the general principles of cooperation in the maintenance of international peace and security, and may make recommendations with regard to such principles to the Members or to the Security Council or to both.

to (in fact, encourages) direct comparisons between the States with respect to the data included in the tables. The problem is, the program collects data from those institutions considered by the States to be institutions for "adult felony" prisoners, rather than on individuals. And we have no definition for "adult" or "felon", accepting the prisoners the individual States wish to report as "adult felons" under their own definitions of these terms (which differ from State to State, "adult" ranging from 17-21, and "felon" being so differently interpreted as to be virtually meaningless). But -- and this is the main point -- NPS is trying to compare systems by simple descriptive statistics, with virtually no analysis of the differences in these systems -- and there are very large and significant differences from system to system, and, sometimes, even within the systems. (One example would be State A, in which the system is such that parole is very seldom used, with most of the prisoners serving most or all of their sentences -- which means that sentences tend to be relatively short, because the judges can be reasonably sure that the sentence is meaningful in terms of length -- and also means that many prisoners who would be confined in the jails or county prisons in State B are held in the State institutions in State A. (And NPS, it should be noted, deals only with "State" institutions.) In State B, on the other hand, a prisoner may be paroled any time after his commitment, and parole is used 85% of the time. Thus, the judges tend to give out long sentences, to insure that the prisoners will be held a reasonable length of time in the institution before they are released; the short-terminers in this State are held in jails or county institutions. Comparing State A with State B in simple descriptive statistics can lead to some very false conclusions concerning the penal systems within those States.)

Getting back to

Diplomacy, each magazine might be considered a "system", since it has its own house-rules, schedule, competent or incompetent gamesmaster, "climate", etc. The existing rating systems do not, any more than does NPS, consider the systems as systems and examine them in their entirety in making statistical studies of just one aspect of said systems -- in the case of Diplomacy, the results of the games; in the case of NPS, the results of the operation of the entire correctional system (police procedures, pre-trial maneuvers and deals, the court system, probation policies, sentencing procedures, the prison set-up, parole policies, etc., etc.). And, in the case of Diplomacy, the results of the games are, of course, the results of the operation of the entire system (house-rules, gamesmaster abilities, schedule, etc.), and not just the results of the abilities of the individual players (just as final disposition of a criminal case is generally not the result of just the actual crime committed by the prisoner).

We could go on -- but we hope our point has been made. Diplomacy ratings -- like NPS -- should be taken with a grain of salt....

As far as the proliferation of magazines is concerned, one is tempted to say, "let the buyer beware". Actually, it is hard to see how such a proliferation could be kept down, if, indeed, it is desirable to do so. All of the magazines existing today, from the best to the worst, had to start somewhere -- and who is there to say that the ATTAKER of today, for example, might not turn out to be the GRAUSTARK or STAB of tomorrow? Who is to make the arbitrary judgment of which 'zines are the "chaff"? Answer which is most probable would seem to be the players themselves. No one can tell, of course, when a magazine is just beginning what its future will be...but after a 'zine has been around a while, the players who are in the games therein, at least, should have some idea as to the merits of the 'zine and the GM. So we would say, go ahead and help the new 'zines get started by joining one or two games therein -- but be wary of helping get too many games going until the GM and the 'zine have proven themselves. And this advice would certainly apply to persons who are starting new 'zines -- be very careful to limit yourself to only a couple of games until you have had the opportunity to see how you do at it -- in other words, be careful not to take on too much at the beginning, only to have to fold later because you can't handle it all.

By "SuperEc", Bob, we assume you mean "Hyperec". Granted, it is complicated. Actually, we feel that war may never come -- that the game might end up being "fought" out in the W.O.R.L.D. and in the economic sphere rather than on the battlefield. But we shall see... --ed.))

THE COURIER: Lettercolumn

William Linden, 83-33 Austin St., Kew Gardens, N.Y., 11415

(3 Feb 68)

... Davis' insistence on dividing the eastern border into three provinces just for the purpose of marking them off limits is ridiculous. The alleged aesthetic satisfaction is non-existent for me. How is Kazakhstan and Iran extending eastwards to infinity any less absurd than with Moscow or St. Petersburg? A "Kazakhstan" extending north of Perm is many times more absurd than a province extending to "infinity". And why is he not similarly perturbed over Palestine, Egypt, Libya, Algeria, and Morocco extending southwards to infinity?

"Devonshire" should be called "Cornwall", which is the main part of the peninsula, and, like Wales, is a separate nation with its own moribund language. . . . "Westward HO!" means that all Devoners wish they lived in Cornwall.

"Northern Spain" is a lousy name (let alone Northern Spain and Southern Spain). Since Catalonia is inappropriate, Biscay would cause confusion with the Bay of Biscay, and Euzkadi and Eskual-Herrria are too exotic, perhaps it should be called...er... Asturias...or Leon?

The Midi is the Gascony-Marseilles region, NOT central France!

The confusion you fear from Lapland and Northern Spain is sheer hokum, since neutral nations have no existence as nations. In Imperialism VII, Norway is divided into the provinces of Norway and West Lapland, and Sweden into the provinces of Sweden, Svaeland, and Lapland, and this has never caused any confusion.

((Bill also indicated that we had missed Michael Childers' "privately-run game of Verrat" in our listing of Variant Postal Diplomacy games. So noted, with game-designation 1968Ybz assigned, as you suggested. ##### With respect to the "confusion" caused by calling a province of Sweden "Sweden", we were not concerned so much with the Regular game, as with the fact that the Regular Diplomacy map is the springboard for many Variants, in some of which the neutrals do exist as nations. We believe that a revised set of rules would do well to include some of the better Variants which can be played on the same map as the Regular game -- so we are naturally concerned that the map be designed in such a way that it can be used without change for the maximum number of Variant games. Giving the two suggested Spanish (and Swedish) provinces almost any appropriate name except "Spain" (and "Sweden") would seem a very simple thing to do, and would yield the highest returns in terms of flexibility.--ed.))

Robert Johnson, Apt. 20-U, Howard Drive, Bergenfield, N.J., 07621 (11 Feb 69)

... I should like to add my views to the discussion on Ethics. A note should be made of the Boardman/Blake fraud, as this is the case of cases. I agree with C. Wells that it is usually the Wargamers a la Avalon Hill that scream fraud, while the Sci-fi fans accept it as a good joke. Being both a A-H wargamer and Sci-fi fan, I feel that I can understand both sides. I, the Sci-fier, appreciate good fiction and tricky plots; I also enjoy a good fantasy. Boardman's little joke certainly hits my fancy -- I wish I had thought of it! I, the wargamer, feel outrage because Boardman twisted rules, because I was defeated by an unfair stratagem -- it's just not fair or proper!

So what is ethical? I say almost anything goes. Why not pre-agreed-upon alliances before the game starts? Why not play two or three countries in one game? To your 13 questions, I say all are ethical, except #'s 3, 4, and 5. After all, even you say (in DIPLOPHOBIA), "This (is/means) war!"

I also want to discuss Rating Systems, but will bring up Variants, and Games-master House Rules, and tie it all together.

Variants are an interesting by-play of Diplomacy and ought to be recognized. However, I think they should be a separate Topic in discussions, ratings, and in 'zines. House-Rules are another animal -- nearly every 'zine has different rules. Playing in BIG BROTHER is quite different from playing in LONELY MOUNTAIN or in DIPLOPHOBIA.

This brings us to Rating Systems. Have they any value? Are they reflective of anything? NO! -- to both questions. There are so many factors that make the lumm-

POT LUCK DIPLOMACY II
by Jared Johnson

A few additional odds and ends some of which are totally unrelated.

To get you started:

When a person says he is thinking he may just be reshuffling his prejudices.

War results from man's love of power:

Power must be evaluated in subtle psychological and relational terms. The psychological aspect of power is crucial, since a nation's power may depend in considerable measure on what other nations think it is or even on what it thinks other nations think it is.

It's what we believe is true, that determines our actions.

Sometimes the less powerful a state is in absolute capabilities, the more relative power it has. Under some circumstances there is an inverse correlation between power and capabilities.

A leading nation might be doubly careful not to provoke the irresponsible leadership of a smaller nation (a stupid player).

A small increase in capabilities may mean a large increase in power.

The margin of power between A and B is more significant than the absolute power of A and B.

"To the blind, all things are sudden."

A lesson in history:

Power politics and diplomacy are not just a present-day phenomenon.

The early Hindus advocated political realism; their leading political writers have often been compared to Machiavelli. ##### All states, they believed, were engaged in a constant struggle for survival, and the basis of a successful foreign policy was the possession of a dominant military power. A ruler was not to be concerned with ethical considerations in deciding affairs of state, but sought to "arrange all his affairs that no ally, neutral prince, or enemy may obtain any advantage over him".

From the Mahabharata (an ancient Hindu text on warfare, international relations, and diplomacy): "In speech thou shouldst ever be humble, but thy heart be ever sharp as the razor. And when thou art engaged in doing a very cruel and terrible act, thou shouldst talk with smiles on thy lips."

From the Kautilya Arthashastra (another ancient Hindu text concerned with diplomacy, warfare, and the attainment of power): "The king who is weaker than the other should keep the peace; he who is stronger should make war." ##### The Arthashastra recommends demoniac conquest (the Diplomacy equivalent of a double-cross followed by a devastating blitzkrieg) as the most profitable and advisable. A king should as a matter of course attack his neighbors as soon as he is established on a throne.

Further statements from another Hindu text: "Right is that which a strong man understands to be right." ##### "Victory is the root of right."

From Machiavelli's The Prince: "If he (a prince) considers the whole matter, he will find that there may be a line of conduct that looks like virtue, but which would ruin him; and that there may be another course that looks like vice on which his safety and well-being may depend." ##### Machiavelli does not offer his ideas of what is good, but simply his impressions or conclusions of what seems to work.

Opposition: Two entities functioning in the disservice of one another.

Cooperation: Two entities functioning in the service of one another.

There is no such thing as absolute security in the game of Diplomacy. (At least not until the last turn.)